



STATE OF NEVADA
COMMISSION ON ETHICS
<http://ethics.nv.gov>

NOTICE OF PUBLIC MEETING

**Thursday, March 12, 2009
9:00 a.m.
and possibly Friday, March 13, 2009**

Public may attend open sessions at the following locations:

**Boardroom of the
Nevada State Gaming Control Board
1919 E. College Parkway
Carson City, NV 89706**

and via videoconference to:

**Nevada State Gaming Control Board
Grant Sawyer State Building, Suite 2600
Las Vegas, NV 89119**

The following agenda lists all items to be considered by the Commission. At the discretion of the chair, items may be taken out of the order listed. Reasonable efforts will be made to assist and accommodate physically handicapped persons attending the meeting. Please call the Commission office at (775) 687-5469, or (702) 486-7250 in advance to make such arrangements.

AGENDA

*** Denotes potential action item**

	Call to order and roll call.
*1	Open session for a hearing on Bob Loux, former Executive Director of the Agency for Nuclear Projects, State of Nevada, on Request for Opinion No. 08-57C.
2	Open session for public comment. Limited to not more than three (3) minutes per person. No action may be taken on any matter referred to in remarks offered under this agenda item.

This Notice and Agenda has been posted on or before 9:00 a.m., March 5, 2009 in accordance with NRS 241.020, at the meeting locations and the following:

1. Nevada Commission on Ethics, 3476 Executive Pointe Way, Suite 10, Carson City
2. Nevada Commission on Ethics, 2030 E. Flamingo Rd., Suite 125, Las Vegas
3. State Library & Archives Building, 100 North Stewart Street, Carson City
4. Blasdel Building, 209 E. Musser Street, Carson City
5. Grant Sawyer State Office Building, 555 East Washington Avenue, Las Vegas
6. Clark County Government Center, 500 South Grand Central Parkway, Las Vegas
7. Washoe County Administration Building, 1001 East 9th Street, Reno
8. Nevada Commission on Ethics website: <http://ethics.nv.gov>
9. Nevada Gaming Control Board, 1919 E. College Parkway, Carson City